

## English IV - Dowling

### Fantasy Literature: Beowulf, Le Morte d'Arthur, Lord of the Rings Rings, Kings, and Things - Fantasy Literature Video Guide

- What is Fantasy Literature?

- Explain the three M's.  
Magic-

Myth-

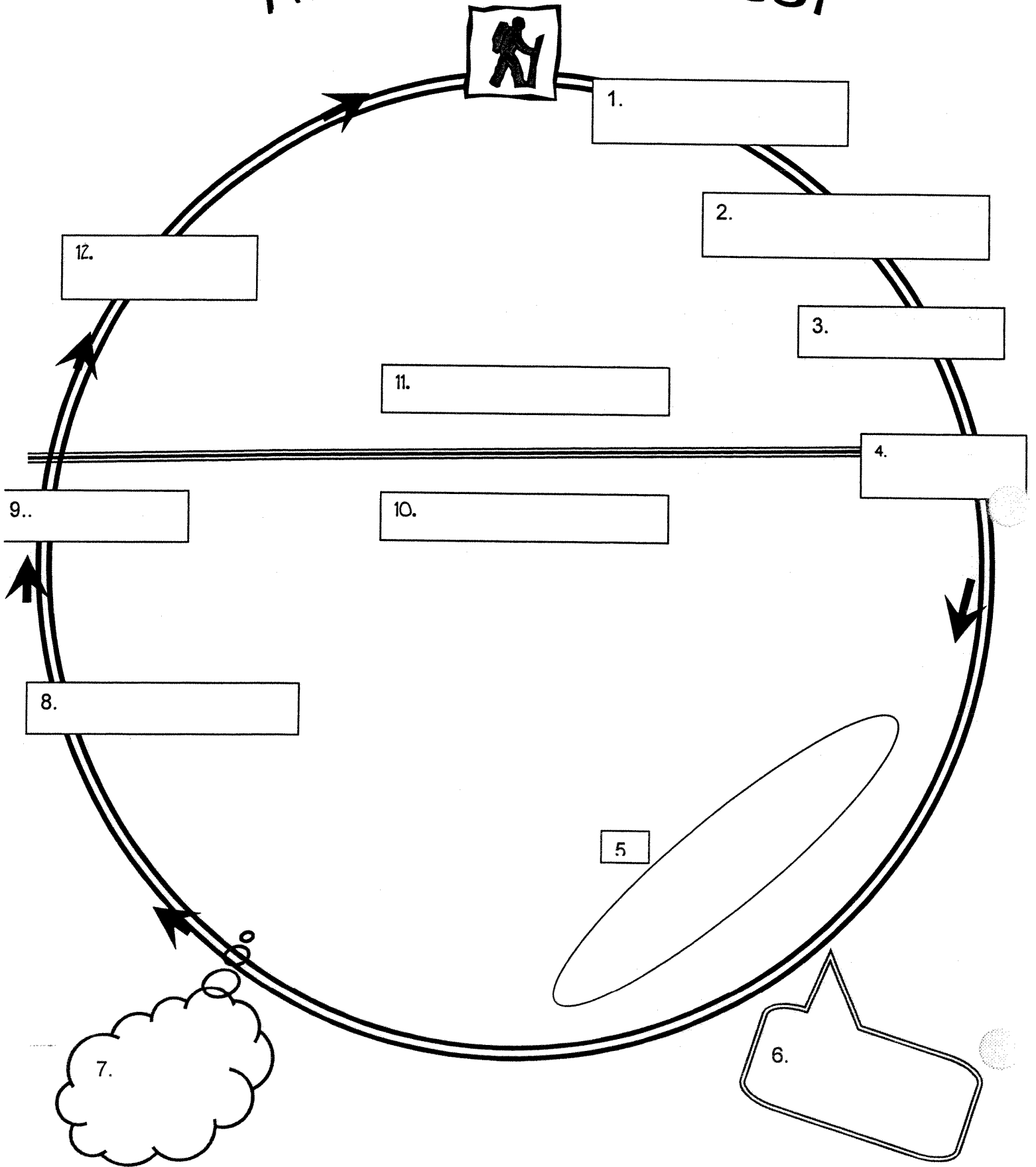
Medievalism-

- Explain and give examples of the two types of heroes.  
Larger-than-Life/Epic Heroes-

Small-but-Spunky Heroes-

- Magic can be found in \_\_\_\_\_ and \_\_\_\_\_.
- What are some of the characteristics of Wise Old Wizards?
- What are the differences between monsters and villains?

# The Hero's Journey / Archetypes Test



# **The Hero's Journey**

## **Double Edged Archetypes**

<b>Supernatural Intervention</b>	<b>Damsel in Distress</b>	<b>Threshold Guardians</b>
<ul style="list-style-type: none"> <li>★ A supernatural force intervenes on the side of the hero—and sometimes against him</li> </ul>	<ul style="list-style-type: none"> <li>★ Vulnerable woman who must be rescued by the hero</li> <li>★ Often used as a way to trap the hero</li> </ul>	<ul style="list-style-type: none"> <li>★ People, beings or situations which block the hero's passage into the journey</li> <li>★ Have 2 functions: <ul style="list-style-type: none"> <li>☑ Protect the hero from taking journeys before he is ready</li> <li>☑ Once hero is ready, point the way</li> </ul> </li> </ul>
<b>Crossroads</b>	<b>Evil Figure with the Ultimately Good Heart</b>	<b>Outcast</b>
<ul style="list-style-type: none"> <li>★ a time or place of decision</li> <li>★ when a realization is made and a change or penance results</li> </ul>	<ul style="list-style-type: none"> <li>★ an evil figure saved by the nobility or the love of the hero</li> </ul>	<ul style="list-style-type: none"> <li>★ a figure who is banished from a group for some crime</li> <li>★ usually destined to become a wanderer from place to place</li> </ul>
<b>Unhealable Wound</b>	<b>Battle Between Good &amp; Evil</b>	<b>Water</b>
<ul style="list-style-type: none"> <li>★ can be physical or psychological and cannot be fully healed</li> <li>★ causes suffering and pain</li> </ul>	<ul style="list-style-type: none"> <li>★ represents the battle between the two most important forces in life</li> <li>★ goodness often encounters great odds in its battle with evil</li> </ul>	<ul style="list-style-type: none"> <li>★ usually symbolizes creation, birth, growth, restoration of life, purification</li> </ul>



## Archetypes That Usually Help

<b>Hero</b>	<ul style="list-style-type: none"> <li>★ Man with great courage and strength</li> <li>★ Known for honorable purposes</li> <li>★ Characterized by self-sacrifice, and is will to endure hardship, even risk his life for the good of all</li> </ul>	<b>The Quest</b>	<ul style="list-style-type: none"> <li>★ The Hero searches for <b>SOMEONE OR SOME TALISMAN</b> which when found and brought back will restore peace, order and/or tranquility to a troubled land</li> </ul>
<b>Initiate</b>	<ul style="list-style-type: none"> <li>★ Young hero or heroine who must face challenges and temptations in an effort to reach his/her goal</li> </ul>	<b>Mentor</b>	<ul style="list-style-type: none"> <li>★ Counselor, teacher and role model for the hero</li> <li>★ Provides assistance, guidance, and a gift (weapon, food, magic, information, etc..)</li> </ul>
<b>Loyal Retainer</b>	<ul style="list-style-type: none"> <li>★ Somewhat like a servant who is heroic</li> <li>★ Duty is to protect the hero and reflect his nobility</li> </ul>	<b>Magic Weapon</b>	<ul style="list-style-type: none"> <li>★ Usually given by the mentor</li> <li>★ Only the hero can use it to its fullest potential</li> </ul>
<b>Faithful Companions</b>	<ul style="list-style-type: none"> <li>★ Loyal companions who are willing to risk or face any number of perils in order to be together</li> </ul>	<b>Allies</b>	<ul style="list-style-type: none"> <li>★ Provide assistance and direction for the initiate</li> <li>★ Appear throughout the journey</li> </ul>
<b>Haven</b>	<ul style="list-style-type: none"> <li>★ A place of safety</li> <li>★ The opposite of wilderness</li> </ul>	<b>Light</b>	<ul style="list-style-type: none"> <li>★ Symbolizes and/or suggests hope, goodness, knowledge, renewal</li> </ul>
<b>Herald</b>	<ul style="list-style-type: none"> <li>★ Issues the call which begins the hero's journey</li> <li>★ Can be a person or piece of information</li> <li>★ Upsets the balance of the hero's world</li> </ul>	<b>Friendly Beast</b>	<ul style="list-style-type: none"> <li>★ An animal which befriends man</li> </ul>
<b>Warrior</b>	<ul style="list-style-type: none"> <li>★ Noble, honorable, Courageous, self-reliant</li> <li>★ A protector; quick to aid those in distress</li> <li>★ Stands against unfair authority; fights to ennoble others</li> <li>★ Must at some time confront own inner dragons</li> </ul>	<b>Castle</b>	<ul style="list-style-type: none"> <li>★ A strong place of safety</li> <li>★ May hold treasure, princess</li> <li>★ May be enchanted or bewitched</li> </ul>

# The Hero's Journey

\_\_\_\_\_ are introduced in the \_\_\_\_\_  
\_\_\_\_\_ where they receive the \_\_\_\_\_.  
They are reluctant at first and \_\_\_\_\_, but are  
encouraged by a \_\_\_\_\_ to \_\_\_\_\_  
and enter the \_\_\_\_\_, where they encounter  
\_\_\_\_\_. The Initiate is  
transformed by the \_\_\_\_\_ becoming the \_\_\_\_\_ and earning a  
\_\_\_\_\_ before beginning the \_\_\_\_\_.



# The Hero's Journey

<b>Ordinary World</b> Known	<ul style="list-style-type: none"> <li>★ The safe haven upon which the Special World and the Journey's outcome is compared. The Journey begins in the Ordinary world, travels to the Special World, and returns to the Ordinary World - <i>often changed - "can never go home again"</i></li> </ul>
<b>Call to Adventure</b>	<ul style="list-style-type: none"> <li>★ Invites the Initiate into the adventure, offers the opportunity to face the unknown and gain something of physical or spiritual value</li> <li>★ Comes as a realization of an imbalance or injustice in her life</li> <li>★ Something has been taken from the Initiate</li> <li>★ The Initiate senses that there is something lacking in her life</li> <li>★ The Initiate wants to save or restore honor</li> <li>★ The Initiate realizes that something is not permitted to members of her society</li> </ul>
<b>Refusal of the Call</b>	<ul style="list-style-type: none"> <li>★ Often when the Call is given, the Hero temporarily refuses to heed it. There may be many reasons for this, but the Journey cannot progress until the Hero accepts the Call.</li> </ul>
<b>Threshold</b> Unknown	<ul style="list-style-type: none"> <li>★ The "jumping off point" for the adventure</li> <li>★ The point where the known and the unknown meet</li> </ul>
<b>Challenges and Temptations</b>	<ul style="list-style-type: none"> <li>★ Situations that put the Initiate at risk, emotionally and physically, forcing him to change and grow</li> <li>★ Strike the Initiate's greatest weakness, poorest skill, shakiest knowledge, most vulnerable emotions</li> <li>★ Prepare the Hero for the greater Ordeal yet to come, and/or seek further training from the Mentor</li> </ul>
<b>Ordeal</b>	<ul style="list-style-type: none"> <li>★ The greatest challenge of the Journey</li> <li>★ The Initiate must overcome his greatest fears, and he must face them alone</li> <li>★ A moment of "death" and rebirth; a part of the Initiate dies so that a new part, the Hero, can be born</li> </ul>
<b>Reward / Boon</b>	<ul style="list-style-type: none"> <li>★ The Hero is granted greater power or insight, knowledge or treasure or perhaps some sort of talisman as a result of the Ordeal</li> <li>★ The Hero has earned the reward he has sought and has been transformed by the lessons and insights he has learned in the Special World</li> </ul>
<b>Road Back</b> Known	<ul style="list-style-type: none"> <li>★ The final stage of the Journey</li> <li>★ The Hero returns to the known and his everyday life with a boon bestowed upon him based on his new level of skill and awareness</li> <li>★ A Hero's success in the Special World may make it difficult to return to the Ordinary World</li> </ul>

## Epiphany

- ★ A sudden, dramatic change in the way the initiate thinks or views life
- ★ An insight or discovery about himself or life
- ★ An initiate may have many revelations on his journey to heroism

- ★ May occur at any time during the Journey
- ★ A descent from a higher to a lower state of being
- ★ Loss of innocence or protection
- ★ Involves expulsion from a kind of paradise as punishment for disobedience and/or moral wrongdoing

## The Fall

Ex: Santa slides down into child's room, pitch. (and I don't know why)